CLAIMS

1. A game system comprising a stationary game execution apparatus,
a mobile game execution apparatus and a monitor, each of the game

5   execution apparatuses executing a game in accordance with a game
program,

    the stationary game execution apparatus including:

        an obtaining unit operable to obtain the game program
and general image data, the game program indicating a game procedure,

10 and the general image data being for display in accordance with
progression of the game;

        a write unit operable to write the obtained game program
to a portable recording medium;

        a generation unit operable to generate stationary image

15 data and portable image data from the obtained general data, the
stationary image data being suitable for display by the stationary
game execution apparatus, and the portable image data being suitable
for display by the portable game apparatus;

        a transmission unit operable to transmit the generated

20 portable image data over a network;

        an input unit operable to receive an input operation
from a user; and

        an execution unit operable to execute, based on the
received input operation, the game, in accordance with the procedure

25 indicated by the obtained game program, and generate, in accordance
with progression of the game, a stationary display image from the
generated stationary image data, and output the generated stationary
display image,

the monitor displaying the output stationary display image, and

the portable game apparatus including:

a read unit operable to read the game program from the

5   portable recording medium;

a reception unit operable to receive the portable image data over the network;

an input unit operable to receive an input operation from the user;

10   an execution unit operable to execute, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generate, in accordance with progression of the game, a portable display image from the received portable image data; and

15   a display unit operable to display the generated portable display image.

2. The game system of Claim 1, further comprising a distribution server, the distribution server, including:

20   a storage unit operable to store the game program;

a read unit operable to read the game program from the storage unit; and

a transmission unit operable to transmit the read game program securely over the network, and

25   the mobile game execution apparatus further including:

a reception unit operable to receive the game program over the network; and

a write unit operable to write the received game program

to the portable recording medium,

wherein, instead of the stationary game execution apparatus writing the game program to the portable recording medium, the mobile game execution apparatus writes the received game program to the

5   portable recording medium.

3. A stationary game execution apparatus that executes a game in accordance with a game program, comprising:

an obtaining unit operable to obtain the game program and general

10   image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game;

a write unit operable to write the obtained game program to a portable recording medium;

15   a generation unit operable to generate stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus;

20   a transmission unit operable to transmit the generated portable image data over a network;

an input unit operable to receive an input operation from a user; and

an execution unit operable to execute, based on the received

25   input operation, the game, in accordance with the procedure indicated by the obtained game program, and generate, in accordance with progression of the game, a stationary display image from the generated stationary image data, and output the generated stationary display

image to a monitor.

4. The stationary game execution apparatus of Claim 3, wherein

the game program and the general image data are stored on a

5   recording medium, and

the obtaining unit obtains the game program and the general

image data by reading the game program and the general image data

from the recording medium.

10   5. The stationary game execution apparatus of Claim 3, wherein

a distribution server apparatus stores therein the game program

and the general image data, and reads the game program and transmits

the read game program over the network, and

the obtaining unit obtains the game program and the general

15   image data by receiving the game program and the image data from

the distribution server apparatus over the network.

6. The stationary game execution apparatus of Claim 3, wherein

the generation unit transmits the portable image data securely

20   over the network.

7. The stationary game execution apparatus of Claim 6, wherein

the generation unit generates, from the general image data,

a portable image suitable for display by the portable game execution

25   apparatus, and encrypts the generated portable image, thereby

generating portable image data.

8. The stationary game execution apparatus of Claim 7, wherein

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the generation unit generates a distribution key, and uses the generated distribution key in encryption of the portable image, and

the write unit further writes the generated distribution key 5 to the portable recording medium.

9. The stationary game execution apparatus of Claim 3, wherein
the input unit further receives a stop instruction indicating stopping of the game at a point part way through,
10   the execution unit generates state data indicating a state of progression of the game at the point at which the stop operation was received, and
the write unit further writes the generated state information to the portable recording medium.

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10. The stationary game execution apparatus of Claim 3, further comprising:
a storage unit operable to store address information indicating a connection location of the stationary game execution apparatus 20 on the network,
wherein the write unit further reads the address information, and writes the address information to the portable recording medium.

11. A portable game execution apparatus that executes a game in 25 accordance with a game program,
wherein a stationary game execution apparatus obtains the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance

with progression of the game, writes the obtained game program to a portable recording medium, generates stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution

5   apparatus, and the portable image data being suitable for display by the portable game apparatus, and transmits the generated portable image data over a network,

the portable game execution apparatus comprising:

a read unit operable to read the game program from the portable

10   recording medium;

a reception unit operable to receive the portable image data over the network;

an input unit operable to receive an input operation from the user;

15   an execution unit operable to execute, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generate, in accordance with progression of the game, a portable display image from the received portable image data; and

20   a display unit operable to display the generated portable display image.

12. The portable game execution apparatus of Claim 11, wherein the reception unit securely receives the portable image data

25   over the network.

13. The portable game execution apparatus of Claim 12, wherein the stationary game execution apparatus generates, from the

general image data, a portable image suitable for display by the portable game execution apparatus, and encrypts the generated portable image, thereby generating portable image data, and

the execution unit decrypts the received portable image data,
5 thereby generating a portable image, and generates a portable display image from the generated portable image.

14. The portable game execution apparatus of Claim 13, wherein
the portable recording medium further stores a distribution
10 key used in the encryption of the portable image, and
the execution unit further reads the distribution key from the portable recording medium, and decrypts the received portable image data with use of the read distribution key.

15 15. The portable game execution apparatus of Claim 13,
wherein the stationary game execution apparatus generates a distribution key, generates, from the general image data, a portable image suitable for display by the portable game execution apparatus, encrypts the generated portable image with use of the generated
20 distribution key, thereby generating portable image data, and transmits the portable image data over the network,
the distribution server apparatus generates a distribution key that is identical to the distribution key generated by the stationary game execution apparatus, and transmits the generated
25 distribution key over the network,
the reception unit further receives the distribution key from the distribution server apparatus over the network, and writes the received distribution key to the portable recording medium, and

the execution unit further reads the distribution key from the portable recording medium, and decrypts the received portable image data with use of the read distribution key.

5   16. The portable game execution apparatus of Claim 11, wherein
the portable recording medium further stores state data indicating a state of progression of the game at a point at which the game was stopped part way through, and
the execution unit further reads the state data from the portable
10   recording medium, and resumes the game from the point at which the game was stopped, with use of the read state data.

17. The portable game execution apparatus of Claim 11, wherein
the portable recording medium further stores address
15   information indicating a connection location of the stationary game execution apparatus on the network, and
the reception unit reads the address information from the portable recording medium, and receives the portable image data from the stationary game execution apparatus shown by the connection
20   location on the network indicated by the read address information.

18. The portable game execution apparatus of Claim 11, wherein
the distribution server apparatus stores the game program therein, and reads the game program and transmits the read game program
25   over the network,
instead of the stationary game execution apparatus writing the game program to the portable recording medium, the reception unit further receives the game program over the network, and writes

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the received game program to the recording medium, and

the read unit reads the game program that has been written

to the portable recording medium by the reception unit, from the

portable recording medium.

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19. A game execution method used in a stationary game execution

apparatus that executes a game in accordance with a game program,

the game execution method comprising:

an obtaining step of obtaining the game program and general

10   image data, the game program indicating a game procedure, and the

general image data being for display in accordance with progression

of the game;

a write step of writing the obtained game program to a portable

recording medium;

15   a generation step of generating stationary image data and

portable image data from the obtained general data, the stationary

image data being suitable for display by the stationary game execution

apparatus, and the portable image data being suitable for display

by the portable game apparatus;

20   a transmission step of transmitting the generated portable

image data over a network;

an input step of receiving an input operation from a user;

and

an execution step of executing, based on the received input

25   operation, the game, in accordance with the procedure indicated by

the obtained game program, and generating, in accordance with

progression of the game, a stationary display image from the generated

stationary image data, and outputting the generated stationary display

image to a monitor.

20. A game execution program used in a stationary game execution
apparatus that executes a game in accordance with a game program,
5   the game execution program comprising:

an obtaining step of obtaining the game program and general
image data, the game program indicating a game procedure, and the
general image data being for display in accordance with progression
of the game;

10   a write step of writing the obtained game program to a portable
recording medium;

a generation step of generating stationary image data and
portable image data from the obtained general data, the stationary
image data being suitable for display by the stationary game execution
15   apparatus, and the portable image data being suitable for display
by the portable game apparatus;

a transmission step of transmitting the generated portable
image data over a network;

an input step of receiving an input operation from a user;
20   and

an execution step of executing, based on the received input
operation, the game, in accordance with the procedure indicated by
the obtained game program, and generating, in accordance with
progression of the game, a stationary display image from the generated
25   stationary image data, and outputting the generated stationary display
image to a monitor.

21. The game execution program of Claim 20, stored on a computer

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readable recording medium.

22. A game execution method used in a portable game execution apparatus
that executes a game in accordance with a game program,

5   wherein a stationary game execution apparatus obtains the game
program and general image data, the game program indicating a game
procedure, and the general image data being for display in accordance
with progression of the game, writes the obtained game program to
a portable recording medium, generates stationary image data and

10   portable image data from the obtained general data, the stationary
image data being suitable for display by the stationary game execution
apparatus, and the portable image data being suitable for display
by the portable game apparatus, and transmits the generated portable
image data over a network,

15   the game execution method comprising:
           a read step of reading the game program from the portable
recording medium;
           a reception step of receiving the portable image data over
the network;

20   an input step of receiving an input operation from the user;
           an execution step of executing, based on the received input
operation, the game, in accordance with the procedure indicated by
the read game program, and generating, in accordance with progression
of the game, a portable display image from the received portable

25   image data; and
           a display step of displaying the generated mobile image.

23. A game execution program used in a portable game execution apparatus

that executes a game in accordance with a game program,

wherein a stationary game execution apparatus obtains the game
program and general image data, the game program indicating a game
procedure, and the general image data being for display in accordance
5   with progression of the game, writes the obtained game program to
a portable recording medium, generates stationary image data and
portable image data from the obtained general data, the stationary
image data being suitable for display by the stationary game execution
apparatus, and the portable image data being suitable for display
10   by the portable game apparatus, and transmits the generated portable
image data over a network,

the game execution program comprising:

a read step of reading the game program from the portable
recording medium;

15   a reception step of receiving the portable image data over
the network;

an input step of receiving an input operation from the user;

an execution step of executing, based on the received input
operation, the game, in accordance with the procedure indicated by
20   the read game program, and generating, in accordance with progression
of the game, a portable display image from the received portable
image data; and

a display step of displaying the generated mobile image.

25   24. The game execution program of Claim 23, stored on a computer
readable recording medium.